



# COLLECTIVE EFFECTS

Eric Prebys, UC Davis

#### USPAS Fundamentals, June 4-15, 20

E. Prebys, Accelerator Fundamentals: Collective Effects



#### **Space Charge**

So far, we have not considered the effect that particles in a bunch might have on each other, or on particles in another bunch.

Consider the effect off space charge on the transverse distribution of the beam.



$$\rho(r) = \frac{Ne}{2\pi\sigma^2} e^{-r^2/2\sigma^2}$$
radial charge

If we look at the field at a radius r, we have

the field at a radius 
$$\vec{r}$$
, we have 
$$\oint \vec{E} \cdot d\vec{A} = E(2\pi rL) = \frac{Q_{encl}}{\epsilon_0} = \frac{Ne}{\sigma^2} \int_0^r re^{-r^2/2\sigma^2} dr$$

$$= Ne\left(1 - e^{-r^2/2\sigma^2}\right)$$

$$\implies \vec{E} = \frac{Ne}{2\pi\epsilon_0 rL} \left(1 - e^{-r^2/2\sigma^2}\right) \hat{r}$$

Similarly, Ampere's Law gives 
$$\oint \vec{B} \cdot d\vec{l} = 2\pi r B = \mu_0 I_{enclosed} = \mu_0 \frac{Nev}{\sigma^2 L} \int_0^r r e^{-r^2/2\sigma^2} dr$$

$$\longrightarrow \vec{B} = \mu_0 \frac{Nev}{2\pi r L} \left(1 - e^{-r^2/2\sigma^2}\right) \hat{\theta}$$

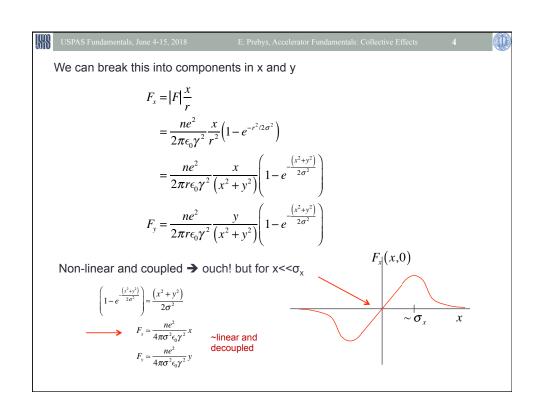
$$\longrightarrow \vec{F} = e(\vec{E} + \vec{v} \times \vec{B})$$

$$= \frac{Ne^2}{2\pi L} \left(1 - e^{-r^2/2\sigma^2}\right) \left(\frac{1}{\epsilon_0} \hat{r} + v^2 \mu_0 \left(\hat{s} \times \hat{\theta}\right)\right)$$

$$= \frac{1}{\epsilon_0} (\epsilon_0 \mu_0) = \frac{1}{\epsilon_0} \frac{1}{\epsilon_0} e^2$$

$$= \hat{r} \frac{Ne^2}{2\pi r L \epsilon_0} \left(1 - e^{-r^2/2\sigma^2}\right) \left(1 - \beta^2\right)$$

$$= \hat{r} \frac{ne^2}{2\pi r \epsilon_0 \gamma^2} \left(1 - e^{-r^2/2\sigma^2}\right); \quad n \equiv \frac{N}{L} = \frac{dN}{ds} \quad \text{Linear charge density}$$



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$$F_x = \frac{dp_x}{dt}$$

$$\Rightarrow \Delta x' = \frac{\Delta p_x}{p} = \frac{1}{p} \int F_x dt = \frac{1}{p} \int F_x \frac{dt}{ds} ds$$

$$= \frac{e^2}{4\pi\sigma^2 \epsilon_0 p^2 \gamma^3} nx$$

$$= \frac{r_0}{\beta^2 \gamma^3 \sigma^2} nx; \quad r_0 \equiv \frac{e^2}{4\pi \epsilon_0 m_0 c^2}$$
\*classical radius\*
$$= \frac{r_0}{\beta^2 \gamma^3 \sigma^2} nx; \quad r_0 \equiv \frac{e^2}{4\pi \epsilon_0 m_0 c^2}$$
\*This looks like a distributed defocusing quad of strength
so the total tuneshift is
$$\Delta v_x = \frac{1}{4\pi} \oint k \beta_x(s) ds$$

$$= -\frac{r_0}{4\pi \beta^2 \gamma^3} \oint n \frac{\beta_x(s)}{\sigma_x^2} ds = -\frac{r_0}{4\pi \beta^2 \gamma^3 \epsilon} \oint n ds$$

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\*Bunching factor\*
$$= -\frac{NBr_0}{4\pi \beta^2 \gamma^2} \int n ds$$

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\*Maximum tuneshift for particles near core of beam

## Example: Fermilab Booster@Injection

$$K = 400 \text{ MeV}$$

$$N=5\times10^{12}$$

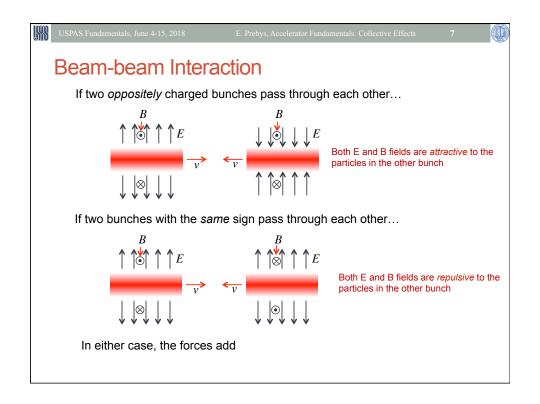
$$\epsilon_N = 2 \pi$$
-mm-mr

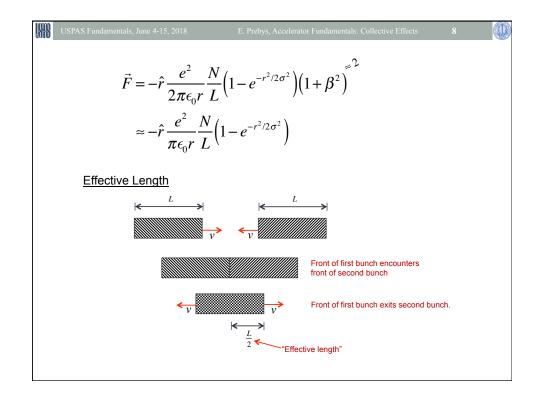
B=1 (unbunched beam)

$$\Delta_{\nu} = -\frac{Nr_0}{4\pi\beta\gamma^2\epsilon_N} = -.247 \qquad \text{This is pretty large, but because this is a rapid cycling machine, it is less sensitive to resonances}$$

Because this affects individual particles, it's referred to as an "incoherent tune shift", which results in a tune spread. There is also a "coherent tune shift", caused by images charges in the walls of the beam pipe and/or magnets, which affects the entire bunch more or less equally.

This is an important effect, but beyond the scope of this lecture.





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$$\Delta x' = \frac{F_x}{vp} \Delta s = \frac{F_x}{vp} \left(\frac{L}{2}\right)$$

$$= -\frac{N_b e^2}{2\pi \epsilon_0 r \gamma \beta^2 m c^2} \frac{x}{r} \left(1 - e^{-r^2/2\sigma^2}\right)$$

$$\approx -\frac{2N_b r_0}{\gamma} \frac{x}{r^2} \left(1 - e^{-r^2/2\sigma^2}\right)$$

$$= -\frac{2N_b r_0}{\gamma} \frac{x}{(x^2 + y^2)} \left(1 - e^{-r^2/2\sigma^2}\right)$$

$$\approx -\frac{N_b r_0}{\gamma \sigma^2} x = -\frac{1}{f_{eff}} x$$
Small x and y
$$= \frac{N_b r_0}{\gamma \sigma^2} y = -\frac{1}{f_{eff}} y$$

Maximum tuneshift for particles near center of bunch

### **Luminosity and Tuneshift**

The total tuneshift will ultimately limit the performance of any collider, by driving the beam onto an unstable resonance. Values of on the order ~.02 are typically the limit. However, we have seen the somewhat surprising result that the tuneshift

$$\xi = \frac{N_b r_0}{2\pi\epsilon\gamma}$$

does not depend on  $\beta^*$ , but only on

$$\frac{N_b}{\epsilon} \equiv \text{"brightness"}$$

$$C = \frac{fn_b N_b^2}{\epsilon} = \frac{fn_b N_b^2}{\epsilon} = \frac{fn_b N_b^2}{\epsilon}$$

For a collider, we have 
$$\mathcal{L} = \frac{fn_bN_b^2}{4\pi\sigma^2} = \frac{fn_bN_b^2}{4\pi\left(\frac{\beta^*\epsilon_N}{\gamma}\right)} = \frac{fn_bN_b\gamma}{r_0\beta^*}\left(\frac{r_0}{4\pi}\frac{N_b}{\epsilon_N}\right)$$
 
$$= f\frac{n_bN_b\gamma}{r_0\beta^*}\xi$$

We assume we will run the collider at the "tuneshift limit", in which case we can increase luminosity by

- Making β\* as small as possible
- Increasing N<sub>b</sub> and ε proportionally.